

Amendments to the Claims

The following listing of claims replaces all prior versions and listings of claims in the present application:

1. (Previously Presented) A method of rendering an image, comprising the steps of:

mapping a plurality of semitransparent textures respectively onto a plurality of semitransparent or transparent polygons which make up an object;

moving said plurality of semitransparent textures simulatively in an arbitrary direction so that said semitransparent textures become associated respectively with different polygons from among said plurality of semitransparent or transparent polygons which make up said object; and

remapping the plurality of semitransparent textures, which have been moved, respectively onto said different polygons,

wherein in said moving step, at least one of said plurality of semitransparent textures is moved in a different direction from another one of said plurality of textures.

2. (Canceled)

3. (Canceled)

4. (Canceled)

5. (Previously Presented) A method according to claim 1, wherein said moving step further comprises the step of arranging said plurality of semitransparent or transparent polygons in one or more multiple layers.

6. (Currently Amended) A method of processing an image, comprising the steps of:

storing a plurality of texture images in a texture rendering area of an image memory;

storing a plurality of polygons in a display rendering area of said image memory based on at least said texture images;

mapping the texture images respectively onto said polygons;

moving the texture images stored in said texture rendering area in an arbitrary direction so that said texture images become associated respectively with different polygons from among said plurality of polygons, and restoring the moved texture images in said texture rendering area; and

remapping the moved texture images respectively onto said different polygons from among said plurality of polygons stored in said display rendering area,

wherein in said moving step, at least one of said plurality of ~~{semitransparent-textures}~~ texture images is moved in a different direction from another one of said plurality of ~~{textures}~~ texture images.

7. (Currently Amended) An apparatus for rendering an image comprising:

texture mapping means for mapping a plurality of semitransparent textures respectively onto a plurality of semitransparent or transparent polygons which make up an object;

texture moving means for moving said plurality of semitransparent textures simulatively in an arbitrary direction so that said semitransparent textures become associated respectively with different polygons from among said plurality of semitransparent or transparent polygons which make up said object; and

texture remapping means for remapping the plurality of semitransparent textures, which have been moved, respectively onto said different polygons,

wherein said texture moving means moves at least one of said plurality of semitransparent textures in a different direction from another one of said plurality of textures.

8. (Canceled)

9. (Canceled)

10. (Canceled)

11. (Currently Amended) An apparatus according to claim 7, ~~{wherein said rendering means comprises}~~ further comprising:

object setting means for arranging said plurality of semitransparent or transparent polygons in one or more multiple layers.

12. (Currently Amended) An apparatus for processing an image, comprising:

texture rendering means for storing a plurality of texture images in a texture rendering area of an image memory;

image rendering means for storing a plurality of polygons in a display rendering area of said image memory based on at least said texture images;

texture mapping means for mapping the texture images respectively onto said polygons;

texture moving means for moving the texture images stored in said texture rendering area in an arbitrary direction so that said texture images become associated respectively with different polygons from among said plurality of polygons, and restoring the moved texture images in said texture rendering area,

wherein said texture mapping means comprises means for remapping the moved texture images respectively onto said different polygons from among said plurality of polygons stored in said display rendering area, and

wherein said texture moving means moves at least one of said plurality of ~~{semitransparent-textures}~~ texture images in a different direction from another one of said plurality of ~~{textures}~~ texture images.

13. (Previously Presented) A recording medium storing a program and data, said program comprising the steps of:

mapping a plurality of semitransparent textures respectively onto a plurality of semitransparent or transparent polygons which make up an object;

moving said plurality of semitransparent textures simulatively in an arbitrary direction so that said semitransparent textures become associated respectively with different polygons from among said plurality of semitransparent or transparent polygons which make up said object; and

remapping the plurality of semitransparent textures, which have been moved, respectively onto said different polygons,

wherein in said moving step, at least one of said plurality of semitransparent textures is moved in a different direction from another one of said plurality of textures.

14. (Canceled)

15. (Canceled)

16. (Canceled)

17. (Previously Presented) A recording medium according to claim 13, wherein said moving step further comprises the step of arranging said plurality of semitransparent or transparent polygons in one or more multiple layers.

18. (Currently Amended) A recording medium storing a program and data, said program comprising the steps of:

storing a plurality of texture images in a texture rendering area of an image memory;

storing a plurality of polygons in a display rendering area of said image memory based on at least said texture images;

mapping the texture images respectively onto said polygons;

moving the texture images stored in said texture rendering area in an arbitrary direction so that said texture images become associated respectively with different polygons from among said plurality of polygons, and restoring the moved texture images in said texture rendering area; and

remapping the moved texture images respectively onto said different polygons from among said plurality of polygons stored in said display rendering area,

wherein in said moving step, at least one of said plurality of ~~{semitransparent-textures}~~ texture images is moved in a different direction from another one of said plurality of ~~{textures}~~ texture images.

19. (Previously Presented) A program which can be read and executed by a computer, comprising the steps of:

mapping a plurality of semitransparent textures onto respective surfaces of a plurality of semitransparent or transparent polygons which make up an object;

moving said plurality of semitransparent textures simulatively in an arbitrary direction so that said semitransparent textures become associated respectively with

different polygons from among said plurality of semitransparent or transparent polygons which make up said object; and

remapping the plurality of semitransparent textures, which have been moved, respectively onto said different polygons,

wherein in said moving step, at least one of said plurality of semitransparent textures is moved in a different direction from another one of said plurality of textures.

20. (Currently Amended) A program comprising the steps of:

storing a plurality of texture images in a texture rendering area of an image memory;

storing a plurality of polygons in a display rendering area of said image memory based on at least said texture images;

mapping the texture images respectively onto said polygons;

moving the texture images stored in said texture rendering area in an arbitrary direction so that said texture images become associated respectively with different polygons from among said plurality of polygons, and restoring the moved texture images in said texture rendering area; and

remapping the moved texture images respectively onto said different polygons from among said plurality of polygons stored in said display rendering area,

wherein in said moving step, at least one of said plurality of ~~{semitransparent textures}~~ texture images is moved in a different direction from another one of said plurality of ~~{textures}~~ texture images.

21. (Previously Presented) A method according to claim 1, wherein in said moving step, at least one of said plurality of semitransparent textures is moved in more than one direction.

22. (Currently Amended) A method according to claim 6, wherein in said moving step, at least one of said plurality of ~~{semitransparent textures}~~ texture images is moved in more than one direction.

23. (Previously Presented) An apparatus according to claim 7, wherein said texture moving means moves at least one of said plurality of semitransparent textures in more than one direction.

24. (Currently Amended) An apparatus according to claim 12, wherein said texture moving means moves at least one of said plurality of ~~{semitransparent textures}~~ texture images in more than one direction.

25. (Previously Presented) A recording medium according to claim 13, wherein in said moving step, at least one of said plurality of semitransparent textures is moved in more than one direction.

26. (Currently Amended) A recording medium according to claim 18, wherein in said moving step, at least one of said

plurality of ~~{semitransparent textures}~~ texture images is moved in more than one direction.

27. (Previously Presented) A program according to claim 19, wherein in said moving step, at least one of said plurality of semitransparent textures is moved in more than one direction.

28. (Currently Amended) A program according to claim 20, wherein in said moving step, at least one of said plurality of ~~{semitransparent textures}~~ texture images is moved in more than one direction.

29. (Previously Presented) A method of rendering an image comprising the steps of:

mapping a plurality of semitransparent textures respectively onto a plurality of semitransparent or transparent polygons which make up an object; and

moving said plurality of semitransparent textures simulatively in an arbitrary direction so that said semitransparent textures become associated respectively with different polygons from among said plurality of semitransparent or transparent polygons which make up said object.

30. (Previously Presented) A method according to claim 29, wherein in said moving step, at least one of said plurality of semitransparent textures is moved in a different direction from another one of said plurality of textures.

31. (Previously Presented) A method according to claim 29, wherein said moving step further comprises the step of arranging said plurality of semitransparent or transparent polygons in one or more multiple layers.

32. (Previously Presented) A method of processing an image, comprising the steps of:

storing a plurality of texture images in a texture rendering area of an image memory;

storing a plurality of polygons in a display rendering area of said image memory based on at least said texture images;

mapping the texture images respectively onto said polygons; and

moving the textures images stored in said texture rendering area in an arbitrary direction so that said texture images become associated respectively with different polygons from among said plurality of polygons, and restoring the moved texture images in said texture rendering area.

33. (Currently Amended) A method according to claim 32, wherein in said moving step, at least one of said plurality of ~~{semitransparent-textures}~~ texture images is moved in a different direction from another one of said plurality of ~~{textures}~~ texture images.

34. (Currently Amended) An apparatus for rendering an image comprising:

texture mapping means for mapping a plurality of semitransparent textures respectively onto a plurality of semitransparent or transparent polygons which make up an object; and

texture moving means for moving said plurality of semitransparent textures simulatively in an arbitrary direction so that said semitransparent textures become associated respectively with different polygons from among said plurality of semitransparent or transparent polygons which make up said object.

35. (Previously Presented) An apparatus according to claim 34, wherein said texture moving means moves at least one of said plurality of semitransparent textures in a different direction from another one of said plurality of textures.

36. (Currently Amended) An apparatus according to claim 34, ~~{wherein said rendering means comprises}~~ further comprising:

object setting means for arranging said plurality of semitransparent or transparent polygons in one or more multiple layers.

37. (Previously Presented) An apparatus for processing an image, comprising:

texture rendering means for storing a plurality of texture images in a texture rendering area of an image memory;

image rendering means for storing a plurality of polygons in a display rendering area of said image memory based on at least said texture images;

texture mapping means for mapping the texture images respectively onto said polygons; and

texture moving means for moving the texture images stored in said texture rendering area in an arbitrary direction so that said texture images become associated respectively with different polygons from among said plurality of polygons, and restoring the moved texture images in said texture rendering area.

38. (Currently Amended) An apparatus according to claim 37, wherein said texture moving means moves at least one of said plurality of ~~{semitransparent textures}~~ texture images in a different direction from another one of said plurality of ~~{textures}~~ texture images.

39. (Previously Presented) A recording medium storing a program and data, said program comprising the steps of:

mapping a plurality of semitransparent textures respectively onto a plurality of semitransparent or transparent polygons which make up an object;

moving said plurality of semitransparent textures simulatively in an arbitrary direction so that said semitransparent textures become associated respectively with different polygons from among said plurality of semitransparent or transparent polygons which make up said object.

40. (Previously Presented) A recording medium according to claim 39, wherein in said moving step, at least one of said plurality of semitransparent textures is moved in a different direction from another one of said plurality of textures.

41. (Previously Presented) A recording medium according to claim 39, wherein said moving step further comprises the step of arranging said plurality of semitransparent or transparent polygons in one or more multiple layers.

42. (Previously Presented) A recording medium storing a program and data, said program comprising the steps of:

- storing a plurality of texture images in a texture rendering area of an image memory;

- storing a plurality of polygons in a display rendering area of said image memory based on at least said texture images;

- mapping the texture images respectively onto said polygons;
- and

- moving the texture images stored in said texture rendering area in an arbitrary direction so that said texture images become associated respectively with different polygons from among said plurality of polygons, and restoring the moved texture images in said texture rendering area.

43. (Currently Amended) A recording medium according to claim 42, wherein in said moving step, at least one of said

plurality of ~~{semitransparent textures}~~ texture images is moved in a different direction from another one of said plurality of ~~{textures}~~ texture images.

44. (Previously Presented) A program which can be read and executed by a computer, comprising the steps of:

mapping a plurality of semitransparent textures onto respective surfaces of a plurality of semitransparent or transparent polygons which make up an object; and

moving said plurality of semitransparent textures simulatively in an arbitrary direction so that said semitransparent textures become associated respectively with different polygons from among said plurality of semitransparent or transparent polygons which make up said object.

45. (Previously Presented) A program according to claim 44, wherein in said moving step, at least one of said plurality of semitransparent textures is moved in a different direction from another one of said plurality of textures.

46. (Previously Presented) A program comprising the steps of:

storing a plurality of texture images in a texture rendering area of an image memory;

storing a plurality of polygons in a display rendering area of said image memory based on at least said texture images;

mapping the texture images respectively onto said polygons;
and

moving the texture images stored in said texture rendering area in an arbitrary direction so that said texture images become associated respectively with different polygons from among said plurality of polygons, and restoring the moved texture images in said texture rendering area.

47. (Currently Amended) A program according to claim 46, wherein in said moving step, at least one of said plurality of ~~{semitransparent textures}~~ texture images is moved in a different direction from another one of said plurality of ~~{textures}~~ texture images.

48. (New) A method according to claim 1, wherein in said moving step, said semitransparent textures become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of semitransparent or transparent polygons which make up said object.

49. (New) A method according to claim 6, wherein in said moving step, said texture images become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of polygons which make up said object.

50. (New) An apparatus according to claim 7, wherein said texture moving means moves said semitransparent textures so as to

become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of semitransparent or transparent polygons which make up said object.

51. (New) An apparatus according to claim 12, wherein said texture moving means moves said texture images so as to become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of polygons which make up said object.

52. (New) A recording medium according to claim 13, wherein in said moving step, said semitransparent textures become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of semitransparent or transparent polygons which make up said object.

53. (New) A recording medium according to claim 18, wherein in said moving step, said texture images become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of polygons which make up said object.

54. (New) A program according to claim 19, wherein in said moving step, said semitransparent textures become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of semitransparent or transparent polygons which make up said object.

55. (New) A program according to claim 20, wherein in said moving step, said texture images become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of polygons which make up said object.

56. (New) A method according to claim 29, wherein in said moving step, said semitransparent textures become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of semitransparent or transparent polygons which make up said object.

57. (New) A method according to claim 32, wherein in said moving step, said texture images become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of polygons which make up said object.

58. (New) An apparatus according to claim 34, wherein said texture moving means moves said semitransparent textures so as to become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of semitransparent or transparent polygons which make up said object.

59. (New) An apparatus according to claim 37, wherein said texture moving means moves said texture images so as to become associated respectively with different adjacent polygons,

in a circulating manner, from among said plurality of polygons which make up said object.

60. (New) A recording medium according to claim 39, wherein in said moving step, said semitransparent textures become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of semitransparent or transparent polygons which make up said object.

61. (New) A recording medium according to claim 42, wherein in said moving step, said texture images become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of polygons which make up said object.

62. (New) A program according to claim 44, wherein in said moving step, said semitransparent textures become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of semitransparent or transparent polygons which make up said object.

63. (New) A program according to claim 46, wherein in said moving step, said texture images become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of polygons which make up said object.

64. (New) A method of rendering an image, comprising the steps of:

drawing at least one first semitransparent object having a three-dimensional shape, by drawing semitransparent textures corresponding to said first semitransparent object on each of polygons making up said first semitransparent object;

drawing at least one second object having a three-dimensional shape and which is superimposed on said first semitransparent object, by drawing semitransparent textures corresponding to the second semitransparent object on each of polygons making up said second semitransparent object;

moving the semitransparent textures arbitrarily on said first and second semitransparent objects; and

repeating the step of moving the semitransparent textures.

65. (New) An apparatus for rendering an object image in an image memory, comprising the steps of:

means for drawing at least one first semitransparent object having a three-dimensional shape, by drawing semitransparent textures corresponding to said first semitransparent object on each of polygons making up said first semitransparent object;

means for drawing at least one second object having a three-dimensional shape and which is superimposed on said first semitransparent object, by drawing semitransparent textures corresponding to the second semitransparent object on each of polygons making up said second semitransparent object;

means for moving the semitransparent textures arbitrarily on said first and second semitransparent objects; and

means for repeating the process performed by said means moving the semitransparent textures.

66. (New) A recording medium readable by a computer, said recording medium storing a program for allowing an apparatus for rendering an object image in an image memory to have functions of:

drawing at least one first semitransparent object having a three-dimensional shape, by drawing semitransparent textures corresponding to said first semitransparent object on each of polygons making up said first semitransparent object;

drawing at least one second object having a three-dimensional shape and which is superimposed on said first semitransparent object, by drawing semitransparent textures corresponding to the second semitransparent object on each of polygons making up said second semitransparent object;

moving the semitransparent textures arbitrarily on said first and second semitransparent objects; and

repeating the process performed by the step of moving the semitransparent textures.